

Blockers & Impediments



An impediment is a hindrance or obstruction to the scrum team achieving its sprint goal. While the scrum master or agile lead is accountable for removing impediments, they typically only remove those that are outside of the agile team.

OBVIOUS

Unresolved dependencies

e.g. APIs not available before work starts

Missing equipment and materials

e.g. No access to test environments

Lean wastes

e.g. Product defects requiring rework

Approvals from outside of the team

e.g. Design sign off by the chief architect

Engineering practices & standards

e.g. Definition of done not followed

OBSCURE

Team cohesion and unity

e.g. Lack of commitment to team goals

Implementation of the agile framework

e.g. No sprint review

Organisational bureaucracy

e.g. Mandatory documentation which no one reads

Clarity on product vision and value

e.g. No access to the customer

